

ABSTRACT

A control device for controlling a display of a computer system for use with a video game includes a coordinate control unit for providing information related to a vertical and horizontal tilt of the control device, a mouse control unit for inputting conventional mouse input information, a game control unit for inputting game control information and a controller for processing the information provided by the coordinate control unit, mouse control unit and game control unit. The vertical and horizontal point of view of the user in the video game and/or the vertical and horizontal position of a cursor on the display is determined based on the information related to the vertical and horizontal tilt of the control device. The control device is preferably shaped like a firearm to enhance the realism of the video game, but may be shaped like a conventional game pad.